A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

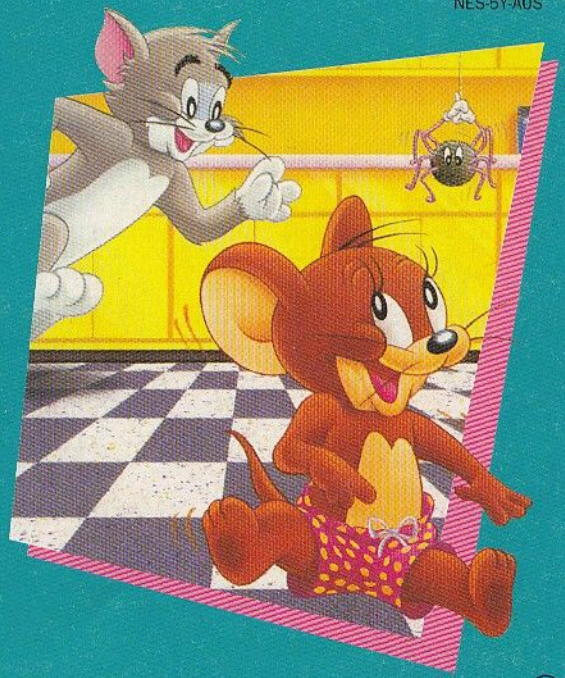
HI TECH EXPRESSIONS
584 Broadway
New York, New York 10012

MATTEL
Mattel Pty. Limited, 461 Plummer Street
PORT MELBOURNE VIC. 3207 Australia

Printed in Japan

NES-5Y-AUS

TOM & JERRY™ Instruction Booklet



This game is licensed by Nintendo®
for play on the

NINTENDO AND
NINTENDO ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF NINTENDO.

PRECAUTIONS

This Game Pak is a precision device. It should be kept from extreme temperatures. Never hit it or drop it. Do not take it apart.

- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System™.

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure compatibility with your Nintendo Entertainment System™.

©1991 Turner Entertainment Co.
All Rights Reserved.

ADVISORY
Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

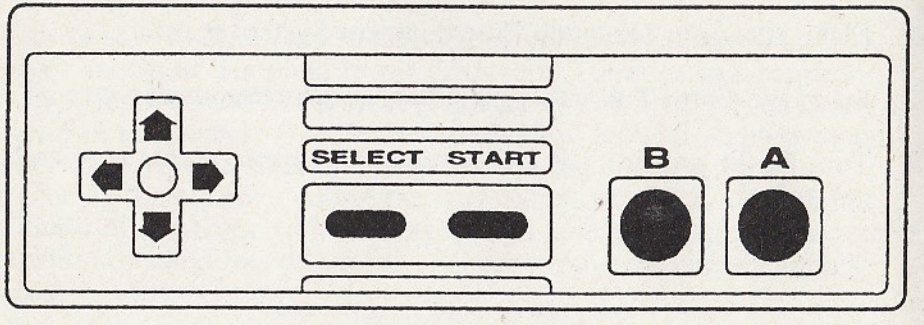
TABLE OF CONTENTS

Thank you for purchasing ***Tom & Jerry***™. Please read this entire booklet for an explanation of the game and helpful playing tips.

YIKES! -- AN INTRODUCTION	6
QUICK START	7
CONTROLS	8
STATUS AREA	9
DEFENSIVE ITEMS	10
CHEESE	11
JUMPING AND CLIMBING	12
MOUSE HOLES	13
LOSING A LIFE/GAINING A LIFE	14
TOM	14

They're at it again! That frantic feline and mischievous mouse better known as Tom and Jerry! This time Tom's mouse-napped Jerry's nephew Tuffy and locked him in a trunk up in the attic. Now it's up to you to help your furry little buddy, Jerry, dash his way up from the basement through every level of the house in order to rescue Tuffy in time. Along the way, you'll encounter dozens of household obstacles, hidden dangers and hilarious surprises...not to mention lots and lots of cheese. So get a move on already -- and watch out for that cat!

1. Make sure your Nintendo Entertainment System™ is off.
2. Insert the Game Pak into your Nintendo Entertainment System.™
3. Turn on the power. The title screen will appear. Press start and get going!



THE CONTROL PAD

- Use the Control Pad to move Jerry in any direction: up, down, left or right.
- Press the A Button to make Jerry jump up.
- Press Select to cycle through any of the Defensive Items Jerry has picked up along the way.
- Press the B Button to get Jerry to use the selected Defensive Item.
- To pause the game at any time, press Start. To resume the game, press Start again.

You can keep track of your score, number of lives left, Jerry's strength, current Defensive Item selected and the Hi Score by glancing at the Status Area at the bottom of the screen.

Whenever you have selected a Defensive Item other than a Marble, the Hi Score indicator becomes a Power indicator, displaying the number of uses left for that particular Defensive Item. Every Defensive Item has a different power duration; some can be used only once, some more than once. When you have used up a Defensive Item, the Power indicator will automatically switch back to the Hi Score indicator and the selected Defensive Item will automatically become the Marble again.

Jerry's main defense is his unlimited supply of Marbles. As you explore the levels of the house, keep an eye out for other Defensive Items that will help you overcome the seemingly endless obstacles you will encounter along the way like buzzing bees, sneaky spiders, wacky bats and more.

These Defensive Items include the following:

Bubble Gum
Meat Cleaver
Cup of Water
Moth Ball
Hammer
Invisible Ink
Drill

Each Defensive Item has its own unique power against different obstacles. Rather than tell you everything you need to know about them all right now, Jerry feels that you should rely on your own rodent curiosity to discover as much as you can about them on your own. So, who are we to argue?

Picking Up Items

To pick up an item, simply move Jerry until he touches it. The object will then disappear from the playing area and be added to Jerry's inventory.

CHEESE

Cheese is good...very good. Collect all the cheese you can find. Each small piece of cheese you collect will earn Bonus Points at the end of each Stage. Large wedges of cheese recharge Jerry's strength level during play.

Jumping

Like most mice, Jerry is very fast and agile and can jump great distances. However, he can also make shorter jumps. You can control how high and far Jerry jumps by holding down the Jump button (the A Button) for different lengths of time.

If you press and hold down the jump button, Jerry will make his biggest jump. If you just tap the jump button, Jerry will make a softer, smaller jump. You will need to continually rely on your mastery of jumping as you progress through the Stages of the house, so Jerry's advice is to practice, practice, practice!

Climbing

Jerry can also climb up and down certain objects in the house like wires and power cords. To make Jerry climb, position him in front of the object to be climbed and press the Up arrow on the Control

Pad. Jerry will grab on and start to climb up for as long as you keep the Control Pad pressed or as long as there is room to climb.

While climbing, you can pick up speed by jumping straight up. By simultaneously jumping and keeping the Up arrow pressed, you can climb from one surface to another. This is another important skill you will want to practice.

Note: If you jump while climbing without keeping the Up arrow pressed, Jerry will fall off the climbing surface at the end of the jump.

MOUSE HOLES

There are mouse holes hidden in some levels of the house. Some of these lead to Bonus Stages where you can collect lots of cheese. Others are exits to the next level in the house. Enter them by pressing the Up arrow on the Control Pad.

LOSING A LIFE/GAINING A LIFE

While cats have nine lives, mice ordinarily have three. Some of the obstacles Jerry may encounter will cause him to lose a life. Others merely diminish his strength--although repeated encounters with the same type of obstacle will eventually result in Jerry giving up a life.

When all of Jerry's lives are lost, the game ends. However, you will have 10 seconds to press the START button to continue the game at the Stage you left off. If you continue, your score will be reset to zero. You may do this twice in a row, after which the game will automatically start over from the beginning.

Mice can gain extra lives, too. For every 50,000 points you rack up, you will receive one Bonus Life.

TOM

Periodically, Tom will appear to try and thwart Jerry's rescue attempt. Use your marbles (the ones in your inventory and the ones in your head) to outwit Tom. If you can get to the attic and beat Tom, you've won the game and the life-long admiration of your little nephew, Tuffy!

WARRANTY FOR THE NINTENDO ENTERTAINMENT SYSTEM (GAME PAK) BY MATTEL PTY. LIMITED

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this NES ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Mattel will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Mattel Pty. Limited, 461 Plummer Street
PORT MELBOURNE VIC. 3207 Australia